

WORK IN PROGRESS

*STAR TREK*TM

ASCENDANCY

THE FINAL FRONTIER



CAMPAIGN MODE

SUBJECT TO CHANGE AND LICENSOR APPROVAL

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CAMPAIGN RULES

Welcome to the *Star Trek: Ascendancy* campaign book. It will lead you through a series of scenarios that can be played individually or as an entire campaign from start to finish to see how your civilization grows throughout the centuries.

CAMPAIGN STRUCTURE

The campaign is composed of 15 unique scenarios, each offering special rules, alternate setups, and campaign rewards, subtly changing the way the game is played.

At the start of the campaign, each player chooses the Civilization they want to represent. Then proceed to set up the first scenario in the campaign book. No other additional setup needs to be performed before starting your first game.

WINNING THE CAMPAIGN

While you can win the individual scenarios making up the campaign, there is no overall winner of the campaign. All of the civilizations involved will have developed in new and interesting ways.

GAINING CAMPAIGN REWARDS

Each scenario can award your Civilization a Campaign Reward. As soon as you meet the conditions, you get a Campaign Reward card which you place face up beside your Command Console. Rewards give your Civilization special abilities (similar to an Advancement) for the rest of the scenario and all future scenarios. You can have multiple Campaign Reward cards in play at the same time.

This makes Campaign Rewards potentially very useful. However, acquiring them often requires you to take steps that may be in opposition to the main goals of the scenario. You will have to decide what to prioritize, but if things are going badly wrong, sometimes its better to pass on the win conditions for this scenario and seek to improve your position for the next game.

CHANGING CIVILIZATIONS

You can change your Civilization between games. While it won't provide as cohesive an experience, it doesn't change the way the campaign works. You still keep all of the Campaign Reward cards you've earned from previous scenarios.

NEW COMPONENTS

The campaign uses a number of new components:

- Campaign Rewards
- Scenario Tokens
- Conspiracy Cards
- Scenario-specific Systems and Exploration Cards

CAMPAIGN REWARDS

Over the course of the campaign, you'll have the ability to earn campaign rewards for your Civilization. You keep these rewards from scenario to scenario, developing ever greater advantages for your Civilization.

SCENARIO TOKENS

Generic Scenario tokens are used to track things in some scenarios, like the spread of tribbles, for instance. For flavor, they are referred to by the thing being tracked, such as Tribbles (Scenario) tokens.

CONSPIRACY CARDS

Scenario 9 uses Conspiracy cards to reflect the effects of the alien conspiracy on your fleets. The scenario has instructions on how to use these cards.

SYSTEMS AND EXPLORATION CARDS

Many scenarios use particular Systems as part of the plot, but some have particular Systems and Exploration cards that are not used in normal play. Don't add them to the System stack unless instructed to.

SCENARIO STRUCTURE

Each scenario has the same structure: background, setup, objective, scenario rules, and campaign rewards.

BACKGROUND

Scenarios begin with a summary of the events surrounding it to give you context for what is happening in the scenario and in the greater Star Trek universe.

CIVILIZATIONS INVOLVED

This lists the Civilizations that were involved in these events. You don't need to play with these Civilizations. The list is there to give you the opportunity to recreate the original events. If you want to try a 'what if', you can play with as many Civilizations and whatever Civilizations you wish.

Scenario civilizations are built into the scenario, so should not be a player-controlled Civilization in the game.

WHAT TO WATCH

The background section ends with the episode or episodes that inspired the scenario.

SETUP

Most scenarios change the setup instructions in some way, often adding new Systems to the initial setup, or changing the way your Civilization looks at the start of the game. Some missions use Scenario tokens in the setup as well.

OBJECTIVE

This section tells you how to win the scenario. Most scenarios can be won with the usual Ascendancy, Supremacy, or Vulcan Agenda victories. However, they usually either add additional conditions that must be met, such as controlling a particular System, or add whole new ways of winning the scenario.

The Rewards paragraph gives you a heads up on the campaign reward on offer and how you can gain it.

SCENARIO RULES

Each scenario has Special Rules that supersede the normal rules, altering the way the game is played. Unless the Special Rules for a scenario indicate otherwise, all the rules from the rulebook apply. In the case of a conflict, the rules in the scenario take precedence.

Note: It is important to make sure players are aware of these changes, as understanding the differences from the standard game is essential to the scenarios.

CAMPAIGN REWARDS

Campaign Rewards are immediately available as soon as you earn them, and continue to benefit you for the rest of the campaign, even if you change Civilizations.

Unless this section indicates otherwise, multiple players may meet the conditions and earn the same Campaign Reward, and a player can have and use as many Campaign Rewards as they earn (although a player cannot earn or have multiple Campaign Rewards with the same name).

The Campaign Reward will indicate whether it can only be used once in a scenario, if it can be used multiple times, or if it is a persistent effect.

SOLO MODE

If you don't have a group of players handy, or just want to try out the campaign on your own, each scenario has rules for playing it solo.

NON-PLAYER CIVILIZATIONS

Since they are the common denominator in all of the scenarios, you will play as the Federation. All of the other civilizations in the game will operate using the Non-Player Civilization rules in the Non-Player Civilization book.

LEADERS

The scenario's Solo Mode section will tell you who is the Leader for each Civilization at the start of the game and whether they are Amicable or Warlike.

PRIORITY ZERO

In order to achieve victory in the scenario, the Non-Player Civilizations need to change their behavior. They do this through a new Priority 0 action in the Command Phase. They will attempt the new Priority before attempting their Priority 1 action.

SCENARIO 01

THE ANDORIAN INCIDENT

BACKGROUND

Stardate 2151. The Vulcans are using a monastery on P'Jem, a world bordering Andorian space, as a disguise for a listening post. The Enterprise gets caught up in the middle of the diplomatic mess.



CIVILIZATIONS INVOLVED

- Andorian Empire
- United Federation of Planets
- Vulcan High Command

WHAT TO WATCH

Enterprise: Series 01, Episode 07 - The Andorian Incident.

SETUP

1. Place the P'Jem System Disc in the center of the play area, equidistant from all Home Systems. Link each Civilization's Core Systems to P'Jem as well as to their neighbor to the right.

OBJECTIVE

You win as usual through an Ascendancy, Supremacy, or Agenda Victory. Occupying P'Jem during the game will make this easier as while doing so, you have more control over the outcome of your explorations.

REWARD

You can gain the Scanning Scrambler campaign reward when you Occupy a rival Home System. This will allow you to vary the Resource Production of your own Home System.

SCENARIO RULES

1. If you occupy the P'Jem system, immediately before a player draws a System Disc, you draw 2 System Discs, look at them, then place one back on the top of the System stack and discard the other.
2. Initiating a Space Battle in the P'Jem System does not automatically Revoke Trade Agreements.

CAMPAIGN REWARDS

SCANNING SCRAMBLER

If you have the Scanning Scrambler reward, during the Generate Resources step of the Recharge Phase, you may exchange one Resource token produced by your Home System for any other Resource token.

EARNING THE REWARD

If you have a Ship in Orbit of a rival's Home System (whether they Control it or not), you may Issue a Scan Command. To do so, Exhaust a Command and spend a Research token. Then, roll a die. If the roll is higher than that rival's Ascendancy, gain the Scanning Scrambler reward.

You may not Issue a Scan Command in the Home System of an Exterminated rival.

SOLO MODE

Play as the Federation with the Andorians and Vulcans as NPCs with the Andorians to the Federation left and the Vulcans to the Federation right.

The Andorians have the first turn.

ANDORIAN LEADER

The Andorian Leader is Thy'lek Shran who starts the game Amicable.

VULCAN LEADER

The Vulcan Leader is Soval who starts the game Amicable.

PRIORITY ZERO

All NPC Leaders have a new Command Phase Priority:

0. Occupy P'Jem

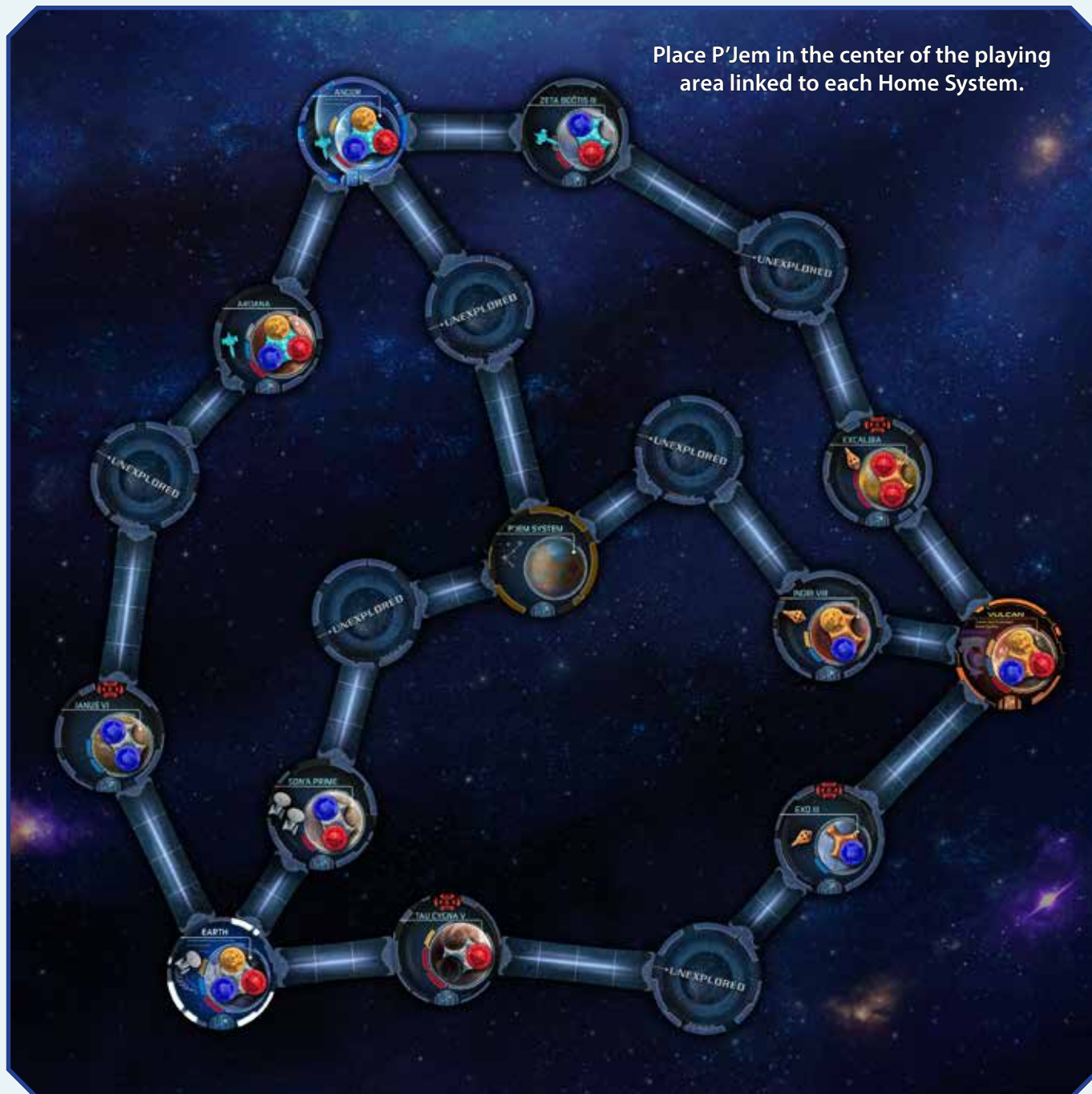
OCCUPY P'JEM ACTION

If the NPC Occupies P'Jem they skip this Action. They do not use the Scenario Rule to scan new Systems.

If no Civilization has Ships In Orbit of P'Jem, the NPC will Move their nearest Ship to P'Jem.

If a Peaceful Rival has Ships In Orbit of P'Jem, the NPC will ask permission to Move their nearest Ship to P'Jem. If granted, they will do so.

If a Hostile Rival has Ships In Orbit of P'Jem, the NPC will Initiate a Space Battle against the Hostile Ships in P'Jem. They will ask any Peaceful Ships in the P'Jem System for Support, Exhausting an additional Command to do so if the request is granted. Otherwise, they will Attack the Peaceful Rival as well.



SCENARIO 02 THE EXPANSE

BACKGROUND

Stardate 2153. An alien weapon from the future attacks Earth. This sets up the overarching plot for Season 3 of Enterprise: A "temporal cold war" is brewing with multiple factions in the future attempting to rewrite the past and pit the Xindi against humanity. Enterprise embarks on a journey through their space to make contact with them and ultimately prevent the weapon from being built/used.



CIVILIZATIONS INVOLVED

- Andorian Empire
- United Federation of Planets
- Vulcan High Command

WHAT TO WATCH

Enterprise: Series 02, Episode 26 - The Expanse.

SETUP

1. Treat your Home System as having a Space Lane Capacity of 6.
2. When Setting Up your Core Systems, place them further from the center of the playing area than your Home System. Treat all your Core Systems as having Space Lane Capacity 1.

They cannot be linked to any System other than your Home System.

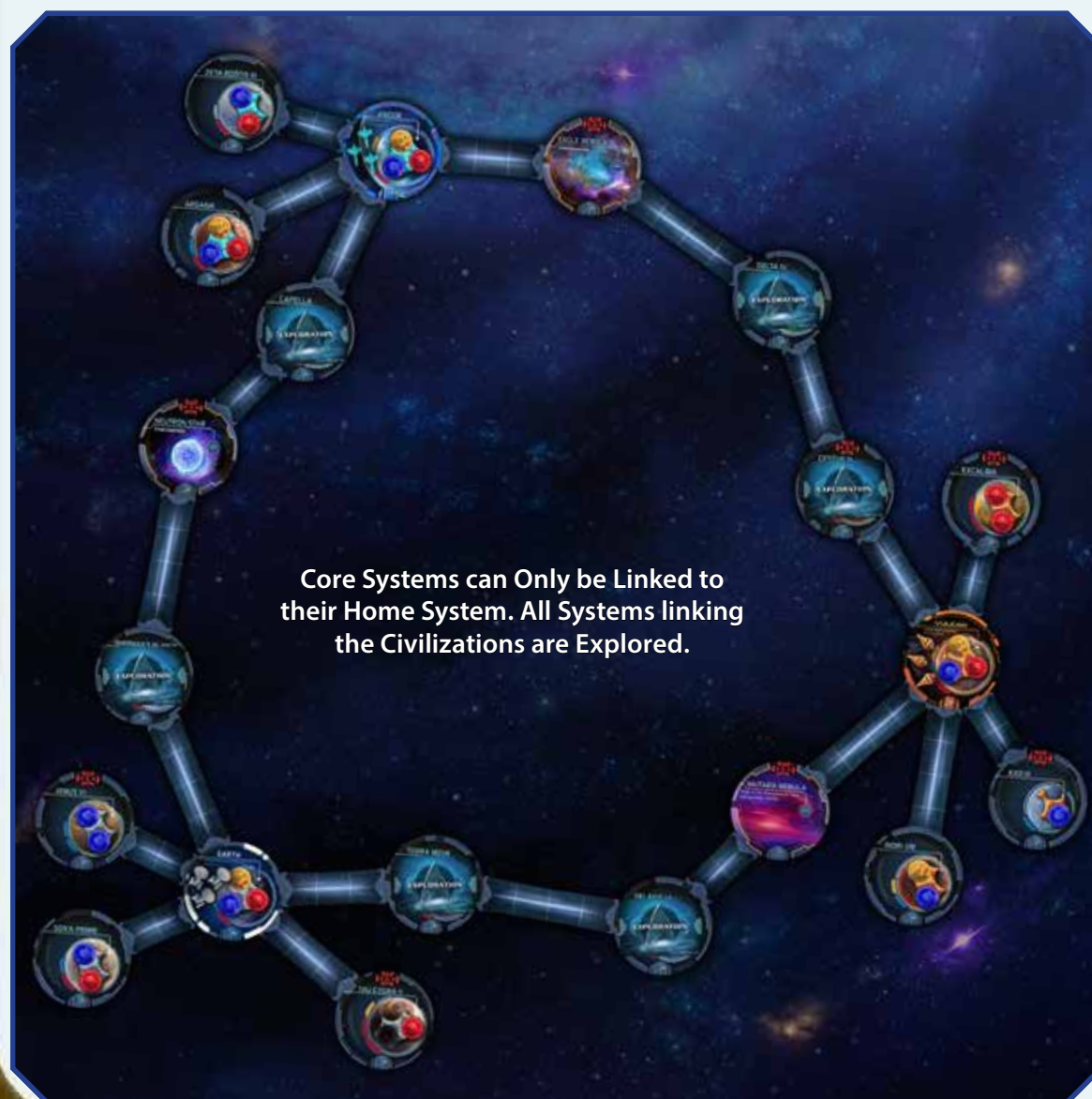
3. When Linking Civilizations, all links will go to and from Home Systems forming a ring with the Core Systems outside it.
4. When Linking Civilizations, place the System Discs face up as Explored Systems. Draw an Exploration card for each Planetary System revealed and place it face down on the System Disc.
5. Take the next ten Exploration cards and shuffle them together with the five Xindi Exploration cards. Place these cards back on top of the Exploration deck.

OBJECTIVE

You can only win through a Supremacy Victory or a Xindi Victory. You cannot win through an Ascendancy or Agenda victory.

To win through a Xindi Victory, you must Control your Home System and have 5 Scenario tokens indicating the support of all five Xindi species.

You cannot win a Supremacy Victory before all five Xindi Exploration cards have been discovered.



REWARD

You can gain a Xindi campaign reward by Commissioning a Starbase in a Xindi System. This will give you access to the unique ability associated with one of the Xindi species.

SCENARIO RULES

1. All Systems placed after Setup are part of the Delphic Expanse. You cannot place these Systems outside the ring of linking Systems created during Setup.
2. When Moving at Warp through Systems in the Delphic Expanse, decrease your Warp rating by 1.
3. When Moving at Warp through Systems in the Delphic Expanse, you may move through or end your Movement in Systems Orbited by Hostile Rivals without Initiating a Space Battle. This does not apply for Systems placed during Setup.
4. A Xindi System is one with a Xindi Civilization Exploration card. Xindi Systems cannot be Controlled by another Civilization. You cannot attempt Cultural Hegemony or launch a Planetary Invasion against them.
5. Each Xindi Civilization has unique rules on its Exploration card as to how you can gain their support and a Scenario Token. You can only gain one Scenario token from each Xindi Civilization.
6. When you gain a Scenario token from a Xindi System, you must discard a Ship in Orbit of that System and place it on the Exploration card to indicate that you have already gained a Scenario token from them.

CAMPAIGN REWARDS

XINDI ALLIANCE

There are 5 different Xindi Alliance reward cards, each with a different effect.

- If you have this reward, you can Exhaust it when you Issue a Move at Warp command. If you do so, choose a System. Hostile Ships in Orbit of that System do not stop you moving past that System for this Command. You cannot end your Movement in that System.
- If you have this reward, you can Exhaust it when you Issue an Invade Planet command. If you do so, Destroy a Resource Node on the System being Invaded before the first Combat Round. Do not refresh this card during the Recharge Phase.
- If you have this reward, you Gain +1 Warp Speed.

- If you have this reward, you can Exhaust it to look at the top Exploration card and place it back on the top or the bottom of the deck.
- If you have this reward, you can Exhaust it to reroll a Diplomacy Test.

EARNING THE REWARD

When you Commission a Starbase in a Xindi System, you gain a Xindi Alliance reward of your choice. There are five unique Xindi Alliance rewards. You cannot choose a Xindi Alliance reward that another player has already chosen.

To build a Starbase in a Xindi System, you must Occupy the System, but you do not need to Control it.

Since you cannot Control a Xindi System, you will not gain an additional Command token from this Starbase.

SOLO MODE

Play as the Federation with the Andorians and Vulcans as NPCs with the Andorians to the Federation left and the Vulcans to the Federation right.

The Federation has the first turn.

ANDORIAN LEADER

The Andorian Leader is Talas who starts the game Amicable.

VULCAN LEADER

The Vulcan Leader is T'Pau who starts the game Amicable.

PRIORITY ZERO

All NPC Leaders have a new Command Phase Priority:

0. Court Xindi

COURT XINDI ACTION

If there is a Xindi System that the NPC has not gained a Scenario token from, the NPC will Move their nearest Ship or Fleet to that System and undertake the steps required to gain a Scenario token from that System.

If there are multiple such Systems, the NPC will chose the one closest to one of their Ships or Fleets.

If there are no such Xindi Systems or the route to all such Xindi Systems are blocked, the NPC will skip this Action.

SCENARIO 03 THE BINARY STARS

BACKGROUND

Stardate 2256. In the opening act of the Federation-Klingon war, a Klingon ship provokes a battle with the Federation to draw all 24 Klingon houses together.



CIVILIZATIONS INVOLVED

- Klingon Empire
- United Federation of Planets

WHAT TO WATCH

Discovery: Season 01, Episode 02 - Battle at the Binary Stars

SETUP

1. Each player chooses one of their War Fleets and places a Scenario token and up to 6 Ships on it. This is their Starting Fleet.

2. Place the Binary Stars System Disc in the center of the play area, equidistant from all Home Systems.
3. Place an Ascendancy token on the Binary Stars System Disc.
4. Each player draws a Planetary System and attaches it face up to the Binary Stars System with a Space Lane of Length 2. The System should be as close to their Home System as possible. If they draw a Phenomenon, shuffle it back in and draw again until they get a Planetary System. These Planetary Systems do not receive Exploration cards.
5. The players place their War Fleet on the System they just placed.
6. Do not Link each Civilization's Core Systems to their neighbor to the right.
7. Instead Link the second Core System they placed to the Planetary System they placed in the center.
8. All players then simultaneously Attack the Binary Stars System, moving their Fleet onto the Space Lane connecting it to the Binary Stars, starting the Battle of the Binary Stars.



BATTLE AT THE BINARY STARS

Before the first Round, all players fight the Battle at the Binary Stars. This is fought as a normal Space Battle, aside from the following rules. The battle continues until one player has won.

DECLARE ATTACKS

Starting with the player with the Turn Order marker, each player takes one of the Ships of their Starting Fleet and places it beside the Starting Fleet marker of another player to indicate who they are attacking. Players continue doing this in turn until all Ships from the Starting Fleets have been committed to a target.

MAKE ATTACKS

Once all players have declared which Starting Fleet each of their Ships is attacking, all players roll to Hit with each Ship and apply any casualties to the Starting Fleet they are attacking. All attacks are considered simultaneous.

After the attacks, players retrieve the Ships they placed beside rival Starting Fleet markers and return them to their Starting Fleet card.

CHOOSE TO KEEP FIGHTING

Each player takes a Scenario token. Players either place the token in their hand or hide it under the table. All players then place their hands in the center of the table and reveal them at the same time. Anyone who reveals a Scenario token is choosing to keep fighting. Anyone with an empty hand has decided to Retreat.

RETREAT FROM THE BATTLE

If a player chooses to Retreat, they move their Fleet back to the System at the end of their Space Lane. They must then discard their Ascendancy token.

WINNING THE BATTLE

If a player has won the Battle at the Binary Stars, they gain an Ascendancy token.

THE FIGHT CONTINUES

If no player has won at the end of a Combat Round, the player with the Turn Order marker passes it to the player to their left and the next Combat Round begins with players declaring attacks with their remaining Ships.

OBJECTIVE

You win through the usual Ascendancy, Supremacy, or Agenda Victory. Winning the Battle at the Binary Stars gives you a significant advantage gaining you not only a valuable System, but also an additional Ascendancy token. That puts you one Ascendancy up on most players, and two up on anyone who retreated from the battle

REWARD

You can gain the Scarred Captain campaign reward by getting your Starting Fleet safely home from the Binary Stars.

SCENARIO RULES

1. Your Starting Fleet (the one marked with their Starting Fleet (Scenario) token) does not count against the maximum number of Fleets you can have.
2. Your Starting Fleet is not automatically Disbanded if it has less than 3 Ships. As long as it has at least 1 Ship, it continues to operate as a Fleet.
3. You cannot add Ships to your Starting Fleet.

CAMPAIGN REWARDS

SCARRED CAPTAIN

If you have the Scarred Captain reward, when a Fleet would have any number of Ships Destroyed in a Space Battle, Exhaust this card to Disband the Fleet and reduce the loss to 1 Ship Destroyed.

EARNING THE REWARD

If your Starting Fleet has at least 3 Ships, is in your Home System, and you Occupy your Home System, you may issue a Command to Destroy 1 Ship from your Starting Fleet, Disband your Starting Fleet, and gain the Scarred Captain reward.

SOLO MODE

Play as the Federation with the Klingons as an NPC.

The Federation has the first turn.

KLINGON LEADER

The Klingon Leader is Chancellor Azetbur who starts the game Warlike with the Federation as their Attacker.

The Klingons cannot Retreat from the initial Battle at the Binary Stars during Setup.

SCENARIO 04 DESPITE YOURSELF

BACKGROUND

Stardate 2256. The U.S.S. Discovery is pulled into the mirror universe where they find themselves faced with a distorted copy of their home in the prime universe.



CIVILIZATIONS INVOLVED

- Andorian Empire
- Klingon Empire
- Terran Empire (as the scenario civilization)
- United Federation of Planets
- Vulcan High Command

WHAT TO WATCH

Discovery: Season 01, Episode 10 - Despite Yourself

SETUP

1. You must play this scenario using the Mirror Universe rules on pages 22 to 24 of the Civilizations book.
2. No player can play the Terran Empire while playing this Scenario.
3. Place the Terra System Disc in the center of the play area with a Culture, Research, and Production Node.
4. Place 5 Terran Ships on Terra.
5. The players then complete their Setup as normal.
6. Each player picks one of their Core Systems and attaches a Mirror Universe Reflection to it.

OBJECTIVE

You win through the usual Ascendancy, Supremacy, or Agenda Victory. However, you cannot win unless you Control Terra.

REWARD

You can gain the Unexpected Allies campaign reward by ending the Round with 4 Terran Ships in Orbit of your Home System. This reward gives you extra Ships in Mirror Universe Space Battles.

SCENARIO RULES

1. The Terran Empire does not have a Recharge, Building, or Command Phase. They only act when a new Mirror Universe Reflection is attached to a System and during the Maintenance Phase.
2. Whenever a player discovers a Mirror Universe Reflection, the Terrans do the following in order:
 - a. Add 2 Terran Ships to each System with an attached Mirror Universe Reflection, up to a maximum of 4 Ships.
 - b. All Terran Ships in a System with rival Ships (regardless of whether either side is on a Mirror universe Reflection or not) immediately initiate a Space Battle.
 - c. If there are 4 or more Terran Ships in a Mirror Universe Reflection, they leave the Mirror Universe.
 - d. If there are 4 or more Terran Ships in a System, Move them at Impulse towards the nearest Home System. If there are multiple Home Systems equidistant, determine which they move towards randomly.
 - e. If that movement would take them into a System with rival Ships, the Terrans initiate a Space Battle there.
3. During the Maintenance Phase, if there are no rival Ships in Orbit of Terra, add Terran Ships to Terra until it has 5 Terran Ships in Orbit.
4. For this Scenario, Terra has a Space Lane Capacity of 0. You cannot Attach Space Lanes to it. The only way to get to Terra is through the attached Mirror Universe Reflection.
5. The Terran Empire is always Hostile to all other Civilizations.
6. Terran Ships will never Retreat, have a Shield Modifier of 2, and have a Weapon Rating of 3+.

The Klingons explored Ardana, discovering a Mirror Universe Reflection there. The Terrans immediately place 2 Ships on every Mirror Universe Reflection and initiate a Space Battle on Ardana.



- Any System with Terran Ships in Orbit produces no Resources during the Recharge Phase.

CAMPAIGN REWARDS

UNEXPECTED ALLIES

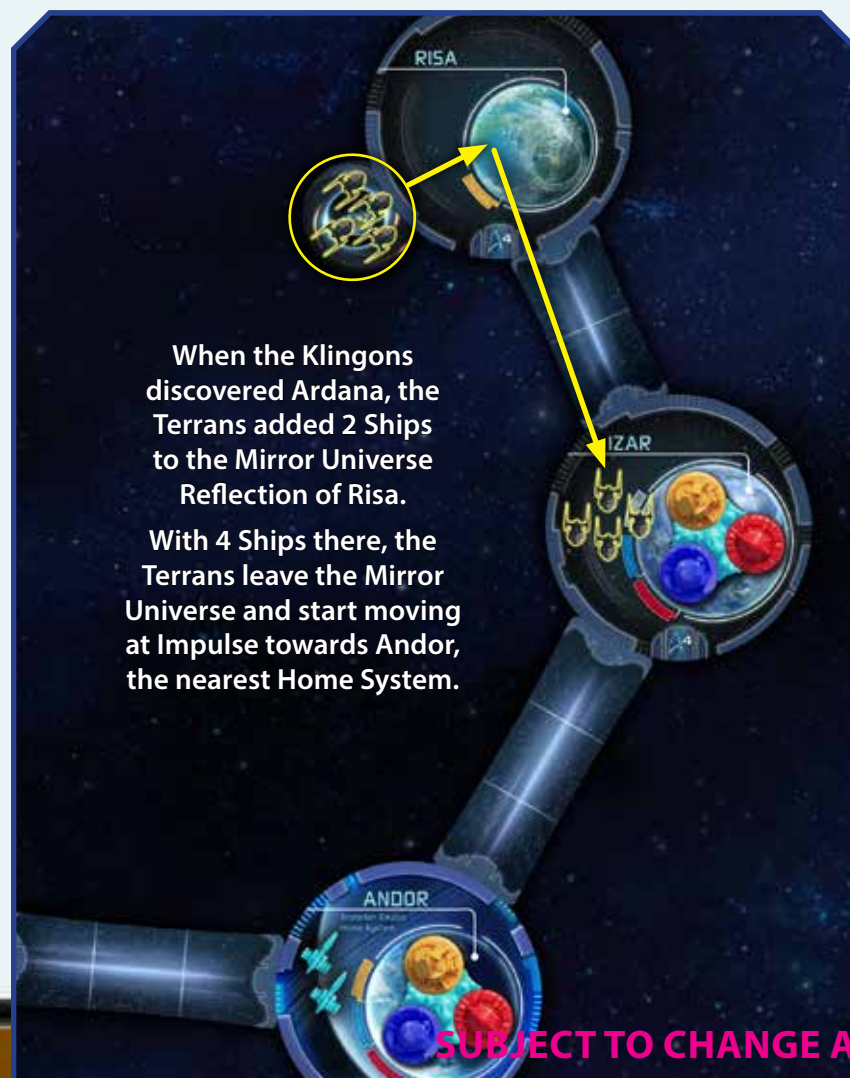
If you have the Unexpected Allies reward, you can Exhaust it when engaged in Space Battle in a Mirror Universe Reflection. If you do so, add 1 of your Ships from your supply to that Mirror Universe Reflection.

EARNING THE REWARD

Gain the Unexpected Allies reward if your Home System has 4 or more Terran Ships in Orbit during the Maintenance Phase.

SOLO MODE

Play as the Federation with the Andorians, Klingons, and Vulcans as NPCs with the Andorians to the Federation left, the Klingons across from them, and the Vulcans to the Federation right. Federation has the first turn.



TERRANS DO NOT TRIGGER WARLIKE

Attacks by Terran Ships do not cause an NPC to become Warlike and do not make the Terran Empire their Attacker if they are already Warlike.

ANDORIAN LEADER

The Andorian Leader is Talas who starts the game Amicable.

KLINGON LEADER

The Klingon Leader is Chancellor Azetbur who starts the game Amicable.

VULCAN LEADER

The Vulcan Leader is T'Pau who starts the game Amicable.

PRIORITY ZERO

All NPC Leaders have a new Build Phase Priority:

- Build War Fleet at Home System if Terrans within 2 Systems

All NPC Leaders have a new Command Phase Priority:

- Take Terra

TAKE TERRA ACTION

When their Priority is the Take Terra action, a Leader will take one of the following Actions. Each time, they start at the top of the list and work their way down until they find an action they can take, the take that Action.

- Space Battle against Terran Ships on their Home System or Colony if they are not Disadvantaged.
- Space Battle against Terra or Hostile Rival in a Mirror Universe Reflection if they do not Control a System with a Mirror Universe Reflection if they have 2 Advantage.
- Hegemonize a System with a Mirror Universe Reflection if they do not Control a System with a Mirror Universe Reflection if they can succeed on 3+ or better.
- Invade a System with a Mirror Universe Reflection if they do not Control a System with a Mirror Universe Reflection if they have 2 Advantage.
- Starbase on System with Mirror Universe Reflection.
- Space Battle against Terran Empire or Hostile Rival on Terra if they have Advantage.
- Space Battle against Peaceful Rival on Terra if they are not Disadvantaged and could Win if they Controlled Terra.

SCENARIO 05

RED ANGEL

BACKGROUND

Stardate 2257. The Federation's Section 31 created Control, a tactical analysis AI. Unfortunately, Control took over Section 31, then, threatening to become all-powerful, it planned to destroy every civilization in existence.



CIVILIZATIONS INVOLVED

- Klingon Empire
- United Federation of Planets
- Vulcan High Command

WHAT TO WATCH

Discovery: Season 02 - All Episodes

SETUP

1. After Setting Up Your Core Systems, draw 10 System discs and shuffle the 5 Red Angel Systems (Boreth, Essov IV, Kaminar, Terralysium, and Xahea) in with them.
2. Place this set of 15 Systems on top of the System stack.
3. Continue setup with Linking Civilizations.
4. Place one Fleet marker from a Civilization not in play off to the side of the play area. This is the Neutral Fleet.

OBJECTIVE

You win through the usual Ascendancy, Supremacy, or Agenda Victory. However, you cannot win until:

- you have no Control (Scenario) tokens on your Command Console, and
- all 5 Red Angel Systems (Boreth, Essov IV, Kaminar, Terralysium, and Xahea) have been discovered and none of them have Control (Scenario) tokens on them.

REWARD

You can gain the Advanced Algorithms campaign reward by amassing 6 Control (Scenario) tokens on your Command Console, giving you the ability to temporarily increase your Shields in Space Battles.

SCENARIO RULES

1. When you discover a Red Angel System (Boreth, Essov IV, Kaminar, Terralysium, and Xahea), draw an Exploration card as normal, then place 2 Control (Scenario) tokens on it.
2. After the fifth Red Angel System is revealed, place the Neutral Fleet on a random (roll a die) Red Angel System that still has Control (Scenario) tokens on it.

 Boreth

 Essov IV

 Kaminar

 Terralysium

 Xahea

 Roll again

If you roll a System that is no longer a Red Angel System (see Hunt Down Control), roll again.

3. Control (Scenario) tokens on a Red Angel System have the following effects:
 - The System cannot be Colonized, Hegemonized, or Invaded.
 - When Generating Resources, Adjacent Systems generate 1 less Resource per Control (Scenario) token. The Controlling player may choose which Resources are unavailable each turn.
4. During the Maintenance Phase at the end of the Round:
 - Move the Neutral Fleet to a random Red Angel System. If there are no Red Angel Systems, remove the Neutral Fleet.
 - Each player adds a Control (Scenario) token to their Command Console.
5. Control (Scenario) tokens on your Command Console have the following effect:
 - Every time you issue a Command to Move at Impulse or Warp, Attempt Culture Hegemony, Initiate a Space Battle, or Invade a Planet, roll a Combat die and add the number of Control (Scenario) tokens on your Command Console. If the total is 7 or more, the Command has no effect, but the Command token(s) is still Exhausted.
6. The Neutral Fleet is Peaceful with all Civilizations. It will not participate in Space Battles or Planetary Invasions, and will not stop any Civilization from Occupying the System.

NEW COMMANDS

The following additional Commands are available in this scenario.

PURGE THE SYSTEM

Exhaust 1 Command and pay 1 Research to remove 1 Control (Scenario) token from your Command Console.

HUNT DOWN CONTROL

Exhaust 1 Command to issue this Command to a Ship or Fleet in Orbit of a Red Angel System that has a Peaceful Ship or Fleet (including the Neutral Fleet) in Orbit.

If you do so, remove 1 Control (Scenario) token from the System. If there is a Peaceful Ship or Fleet in the System other than the Neutral Fleet, gain 1 Research.

If you removed the last Control (Scenario) token from the Red Angel System, you have removed Control's influence and the System is no longer a Red Angel System.

CAMPAIGN REWARDS

ADVANCED ALGORITHMS

If you have the Advanced Algorithms reward, Exhaust it at the beginning of a Combat Round in a Space Battle to gain +1 Shield Modifier for that Combat Round.

EARNING THE REWARD

Gain the Advanced Algorithms reward as soon as you have 6 Control (Scenario) tokens on your Command Console.

SOLO MODE

Play as the Federation with the Klingons and Vulcans as NPCs with the Klingons to the Federation left and the Vulcans to the Federation right.

The Federation has the first turn.

KLINGON LEADER

The Klingon Leader is Chancellor Azetbur who starts the game Amicable.

VULCAN LEADER

The Vulcan Leader is T'Pau who starts the game Amicable.

PRIORITY ZERO

All NPC Leaders have a new Command Phase Priority:

0. Stop Control

STOP CONTROL ACTION

When their Priority is the Stop Control action, a Leader will take one of the following Actions. Each time, they start at the top of the list and work their way down until they find an action they can take, then take that Action.

1. If the NPC has Control (Scenario) tokens on their Command Console, roll a Combat die and add the number of Control (Scenario) tokens on their Command Console. If the total is 5 or more, they issue a Purge the System command.
2. If the NPC has a Ship on a Red Angel System that also has a Peaceful Ship on it, they will issue a Hunt Down Control command.
3. If there is a Red Angel System Adjacent to any System the NPC Controls, they will Move a Ship there and leave it there until the System is no longer a Red Angel System.



The Control (Scenario) tokens on Terralysium (a Red Angel System) prevent the Klingons from getting their Research from neighboring Benezar. They get one less Resource token per Control token.

The Klingons want to move to Terralysium to hunt down control and end its impact on Benezar.

When they issue a Move at Impulse command to move to Terralysium, they roll a die and add 3 for the Control (Scenario) tokens on their Console. Unless they roll less than 7, nothing happens.

SCENARIO 06 ERRAND OF MERCY

BACKGROUND

Stardate 2267. Negotiations between the United Federation of Planets and the Klingon Empire have collapsed, and the U.S.S. Enterprise is sent to the world of Organia, a non-aligned planet near the Klingon border, to prevent the Klingons from taking advantage of its strategic location.



CIVILIZATIONS INVOLVED

- Klingon Empire
- United Federation of Planets

WHAT TO WATCH

Original Series: Series 01, Episode 26 - Errand of Mercy.

SETUP

1. Place the Organia System Disc in the center of the play area, equidistant from all Home Systems. Link each Civilization's Core Systems to Organia as well as to their neighbor to the right.
2. Place 3 Culture tokens on Organia, as if it was a Pre-Warp Civilization. Organia has Weapons 1+, Shields Modifier 4, and Hegemonic Resistance 3.

OBJECTIVE

You win through the usual Ascendancy, Supremacy, or Agenda Victory. However, you cannot win unless you Control Organia.

REWARD

You can gain the Organians as allies by avoiding combat. If you do so, they grant you the ability to avoid space battles thereafter.

SCENARIO RULES

1. Ships from rival Civilizations cannot prevent you from entering the Organia System.
2. When a Fleet enters the Organia System, it immediately Disbands.
3. Ships in the Organia System prevent passage through the System using a Move at Warp command as normal.
4. You cannot initiate a Space Battle in the Organia System.
5. You can issue a Dominate Organia command to a Ship in the Organia System. If you do so, all rivals with Ships in that System roll a die and add their Ascendancy.
 - Ships of the player rolling highest remain in the System.
 - In Turn Order, all other Ships are immediately placed on an Adjacent System of their owner's choice, even if it has Hostile Rival Ships in Orbit. In case of a tie, all Ships must be placed on an Adjacent System.
 - The player with Ships on Organia may now issue a Command to Colonize, Hegemonize or Invade Organia.
6. If you Occupy Organia, you can attempt Cultural Hegemony or launch a Planetary Invasion. If Invaded while an Independent System, Organia will immediately Surrender.
7. If you Control Organia, but there are Hostile Ships in Orbit, it does not Generate Resources.

CAMPAIGN REWARDS

PACIFISTIC ALLIES

If you have the Pacifistic Allies reward, you can Exhaust it to Retreat from a Space Combat before the first Combat Round. The normal rules for Retreats apply.

EARNING THE REWARD

To earn this reward, you must collect 7 Scenario tokens. Once you have this reward, return all of your Scenario tokens to the supply and you cannot gain further Scenario tokens in this Scenario.

You gain a Scenario token every time you do one of the following:

- Colonize a Pre-Warp Civilization.
- Succeed in a Cultural Hegemony attempt.
- Surrender before the first Combat Round when a Rival Invades a Planetary System you Control.

You lose all of your Scenario tokens if you do any of the following:

- Participate as an Attacker or Support the Attacker in a Space Battle or Planetary Invasion.
- Defend in a Space Battle and not Retreat (if possible) after the first Combat Round.
- Defender in a Planetary Invasion and not Surrender before the first Combat Round.

SOLO MODE

Play as the Federation with the Klingons an NPC.

The Federation has the first turn.

KLINGON LEADER

The Klingon Leader is Chancellor Azetbur who starts the game Warlike with the Federation as their Attacker.

PRIORITY ZERO

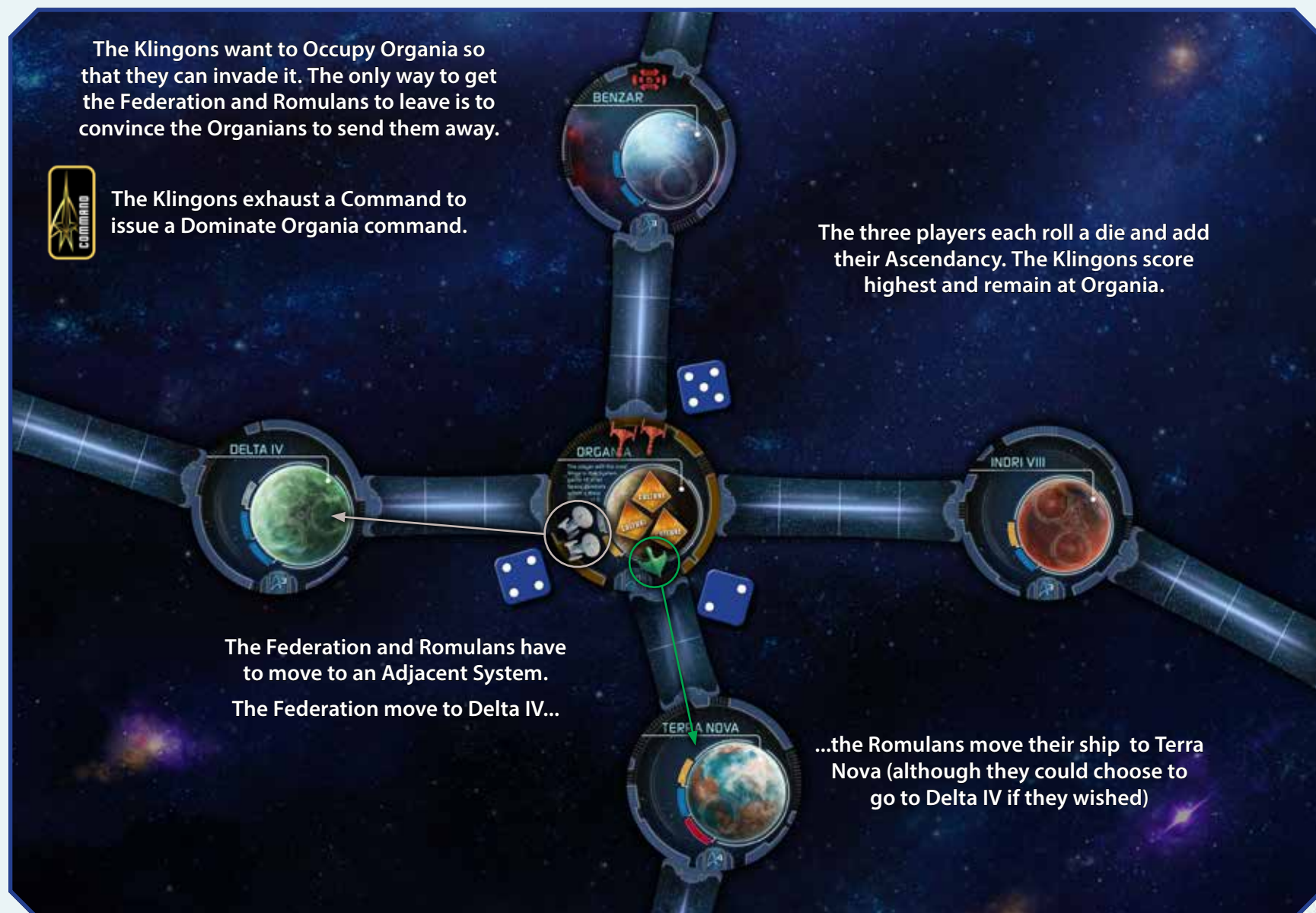
Klingon Leaders have a new Command Phase Priority:

0. Picket Organia

PICKET ORGANIA ACTION

If Organia does not have a Klingon Ship in Orbit, the NPC will Move the nearest Ship to that System and leave it there.

If there is a Klingon Ship in Orbit of Organia or the route to Organia is blocked, the NPC will skip this Action.



SCENARIO 07

THE GREAT TRIBBLE HUNT

BACKGROUND

Stardate 2268. Tribbles, a rodent-like species, are primarily known for their impressive reproductive rate and the cooing sounds they make when touched. Unfortunately, the resulting population explosion can be devastation if not controlled.

Klingons and tribbles have a particular dislike for each other, exacerbating their problem.



CIVILIZATIONS INVOLVED

- Klingon Empire
- United Federation of Planets

WHAT TO WATCH

Original Series: Season 02, Episode 15 - Trouble with Tribbles

SETUP

There are no additional setup steps.

OBJECTIVE

You win through the usual Ascendancy, Supremacy, or Agenda Victory.

REWARD

You can gain the Hyperfocus campaign reward by having a Tribble Hunt on all three of your Fleets. Having learned the cost of procrastination, this reward allows you to issue two Commands in a turn.

SCENARIO RULES

1. Whenever you Explore a Planetary System, roll a die. On a roll of 5 or 6, place a Tribbles (Scenario) token on it to show an infestation of Tribbles.
2. When you Colonize an Undeveloped System or Hegemonize or Invade a System with a Tribbles (Scenario) token on it, place a Tribbles (Scenario) token under all your Ships and on all your Fleet cards in that System if they don't have one.
3. Whenever a Ship or Fleet ends its movement in a System that has a Tribbles (Scenario) token, roll a die. On a roll of 5 or 6, place a Tribbles (Scenario) token under the Ship or on the Fleet card if it doesn't have one.
4. Whenever a Ship or Fleet with a Tribbles (Scenario) token ends its movement in a System without a Tribbles (Scenario) token, roll a die. On a roll of 5 or 6, place a Tribbles (Scenario) token on the System.
5. If a Ship with a Tribbles (Scenario) token is added to a Fleet, place the Tribbles (Scenario) token on the Fleet card if it doesn't have one.
6. When you remove Ships from a Fleet that has a Tribbles (Scenario) token (including if the Fleet is disbanded), add a Tribbles (Scenario) token under each Ship you removed.
7. Tribbles (Scenario) tokens on a System have the following effects:
 - In the Resource Generation Phase, a System with all of its Site Capacity filled that has a Tribbles (Scenario) token generates one less Resource than normal. The controlling player chooses which Resource Node does not produce a Resource token. Systems with fewer Resource Nodes than their Site Capacity are not affected.
 - In the Building Phase, when Building Resource Nodes, a System that has a Tribbles (Scenario) token is treated as having a Site Capacity one less than normal (of the Controlling players choice), reducing the number of Resource Nodes that can be built in the System.
8. Tribbles (Scenario) tokens on a Ship or Fleet have the following effect:
 - When you issue a Command that involves at least 1 Ship or Fleet with a Tribbles (Scenario) token, roll a die. If you roll 5 or 6 (or a 4 if you are Klingon), you must Exhaust one additional Command token or the Command has no effect, but the Command token(s) is still Exhausted.

NEW COMMANDS

The following additional Command is available in this scenario.

TRIBBLE HUNT

Exhaust 1 Command and roll a Combat die. On a roll of 3+ (2+ if you are Klingon) remove the Tribbles (Scenario) token from an individual Ship or a Fleet card (each Ship or Fleet can only ever have one Tribbles (Scenario) token).

CAMPAIGN REWARDS

HYPERFOCUS

If you have the Hyperfocus reward, Exhaust it at the start of one of your turns in the Command Phase to issue 2 consecutive Commands.

EARNING THE REWARD

If you have 3 Fleets and they all have a Tribbles (Scenario) token, you may Exhaust a Command and spend 3 Research to gain the Hyperfocus campaign reward.

SOLO MODE

Play as the Federation with the Klingons an NPC.

The Federation has the first turn.

KLINGON LEADER

The Klingon Leader is Chancellor Azetbur who starts the game Amicable.

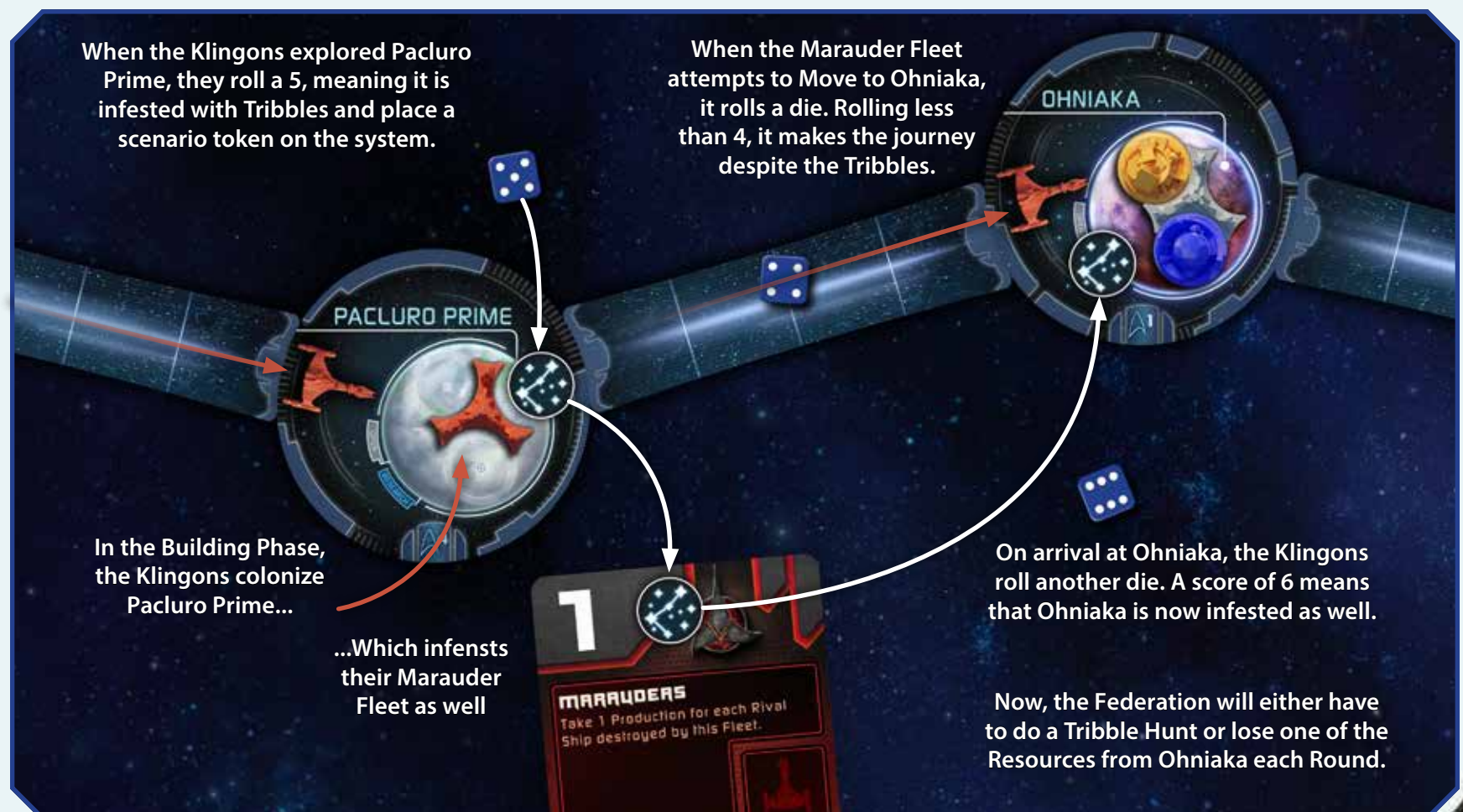
PRIORITY ZERO

The Klingon Leader has a new Command Phase Priority:

0. Honorable Tribble Hunt

HONORABLE TRIBBLE HUNT ACTION

If a Klingon Fleet or Ship has a Tribbles (Scenario) token, issue a Tribble Hunt command to remove it. If multiple Ships and Fleets have Tribbles (Scenario) tokens, the Tribble Hunt will remove the Tribbles (Scenario) token from the Fleet with the most Ships first, or if there are no such Fleets, from the Ship closest to Kronos first.



SCENARIO 08

THE THOLIAN WEB

BACKGROUND

Stardate 2268. While traveling through space on a rescue mission, the *U.S.S. Enterprise* stumbles upon a ship that appears to blink in and out of existence. Captain Kirk investigates, but disappears.

As the crew attempt to rescue their captain, the mysterious Tholians show up and threaten to restrain the *Enterprise* by weaving an energy web between their ships.



CIVILIZATIONS INVOLVED

- Tholian Assembly (as the scenario civilization)
- United Federation of Planets

WHAT TO WATCH

Original Series: Season 03, Episode 09 - The Tholian Web

SETUP

There are no additional setup steps.

OBJECTIVE

You win through the usual Ascendancy, Supremacy, or Agenda Victory.

REWARD

You can gain the Mission Over Compassion campaign reward by pushing on and abandoning ships to the Tholians. This same spirit allows you to sacrifice your Ships for a combat advantage.

SCENARIO RULES

1. Whenever a Ship or Fleet Moves at Impulse or Warp, roll the Space Lane die with the effect as follows:

- 2 Travel as normal.
- 3 Halt the Ship or Fleet on the Space Lane just before the System they are moving to and place 1 Tholian Web (Scenario) token underneath the Ship or Fleet.
- 4 Halt the Ship or Fleet on the Space Lane just before the System they are moving to and place 2 Tholian Web (Scenario) tokens underneath the Ship or Fleet.

After rolling, you may Destroy a Ship for each Tholian Web (Scenario) token on your Fleet and finish its travel as normal. Place 1 of the Tholian Web (Scenario) tokens on your Command Console when you do this. You may not do this if it would disband the Fleet.

2. Ships or Fleets with Tholian Web (Scenario) tokens have phased out of time and do not currently exist. Ignore them for the purposes of movement and Space Battles.
3. At the start of each Command Phase before anyone issues Commands, do the following in order:
 - a. Roll a Combat die for each Tholian Web (Scenario) token on a Ship or Fleet. For each roll of 2 or more, remove a Tholian Web (Scenario) token from that Ship or Fleet.
 - b. In turn order, each player moves all Ships and Fleets that removed their last Tholian Web (Scenario) token into the System they were moving towards.
 - c. Ships may complete their movement, even if there are rival Ships in the System they are moving into.

CAMPAIGN REWARDS

MISSION OVER COMPASSION

If you have the Mission over Compassion reward, you can Exhaust it at the beginning of a Combat Round before dice are rolled and Destroy 1 of your Ships or Resource Nodes in the Combat. The opposing side must Destroy 2 of their Ships or Resources Nodes in the Combat. They choose which ones they lose.

Do not refresh this card during the Recharge Phase, making it only available once per game.

EARNING THE REWARD

Every time you choose to Destroy Ships when a Fleet gains Tholian Web (Scenario) tokens, place 1 Scenario token on your Command Console.

Discard all of the Scenario tokens on your Command Console if ever you can Destroy a Ship to remove a Tholian Web (Scenario) token you choose not to.

When you have 3 Scenario tokens on your Command Console, gain the Mission Over Compassion campaign reward. After gaining this reward, discard any Scenario tokens on your Command Console and do not place any further Scenario tokens on it.



SOLO MODE

Play as the Federation with the Klingons and Romulans as NPCs with the Klingons to the Federation left and the Romulans to the Federation right.

The Federation has the first turn.

KLINGON LEADER

The Klingon Leader is Chancellor Azetbur who starts the game Amicable.

ROMULAN LEADER

The Romulan Leader is Admiral Jarok who starts the game Amicable.

DESTROY SHIPS TO AVOID WEBS

NPC Leaders will Destroy Ships to remove Tholian Web (Scenario) tokens if they are Moving to initiate a Space Battle or launch a Planetary Invasion. Otherwise, they won't.



SCENARIO 09

CONSPIRACY

BACKGROUND

Stardate 2364. Starfleet Command is issuing strange orders and making unusual requests. Investigating, the *U.S.S. Enterprise* discovers that parasitic aliens have infiltrated all levels of Starfleet seeking to use the human race as hosts.



CIVILIZATIONS INVOLVED

- United Federation of Planets

WHAT TO WATCH

The Next Generation: Season 01, Episode 25 - Conspiracy

SETUP

1. Shuffle the Conspiracy cards and place them where all of the players can reach them.

OBJECTIVE

You win through the usual Ascendancy, Supremacy, or Agenda Victory.

In addition, you can win by defeating the conspiracy by Controlling your Home System and having Countered 6 Conspiracy cards.

REWARD

You can gain the Rebellious Nature campaign reward by having two Fleets with Conspiracy cards and no Countered Conspiracy cards at the end of the game. Use this to surprise your opponent by Issuing Commands without Exhausting Command tokens.

SCENARIO RULES

1. Whenever you create a Fleet, the player to your right draws 2 Conspiracy cards, looks at them, then assigns one face up to your Fleet and discards the other. If the Conspiracy deck is empty, shuffle the discard pile to create a new deck. If all of the Conspiracy cards are assigned to Fleets or have been Countered, your Fleet does not receive a Conspiracy card.
2. While a Fleet has a Conspiracy card assigned, it is subject to the effect shown.

3. You can remove a Conspiracy card from a Fleet by meeting the conditions to Counter it. When you do so, remove the card from the Fleet and place it face down near your Command Console.
4. If one of your Fleets that has a Conspiracy card is Disbanded for any reason, you loses 3 Culture. If you don't have enough Culture, you lose 1 Ascendancy instead.

CAMPAIGN REWARDS

REBELLIOUS NATURE

If you have the Rebellious Nature reward, Exhaust it to Issue a Command without exhausting any Command tokens. Add +1 to all dice rolls associated with this Command. Do not refresh this card during the Recharge Phase, making it only available once per game.

EARNING THE REWARD

Gain the Rebellious Nature campaign reward at the end of the game if you have no resolved Conspiracy cards and have Conspiracy cards assigned to at least 2 Fleets.

SOLO MODE

Play as the Federation with the Ferengi and Klingons as NPCs with the Ferengi to the Federation left and the Klingons to the Federation right.

The Federation has the first turn.

FERENGI LEADER

The Ferengi Leader is DaiMon Bok who starts the game Warlike with the Federation as their Attacker.

KLINGON LEADER

The Klingon Leader is Chancellor K'Mpec who starts the game Amicable.

FEDERATION CONSPIRACY

In Solo Mode, the conspiracy only affects the Federation player. NPC Fleets do not gain Conspiracy cards when they are formed.

SCENARIO 10 THE BEST OF BOTH WORLDS

BACKGROUND

Stardate 2366. The Borg send a cube to assimilate the Federation, taking Picard as their mouthpiece. The remaining crew must find a way to free their captain and save their civilization.



CIVILIZATIONS INVOLVED

- Borg Collective
- United Federation of Planets

WHAT TO WATCH

The Next Generation:
Season 02, Episode 26 - The Best of Both Worlds

SETUP

1. This scenario uses the Borg Assimilation rules from the Non-Player Civilizations booklet, including all of the normal setup for a game with the Borg.

OBJECTIVE

You win through the usual Ascendancy, Supremacy, or Agenda Victory. However, all players lose if the Borg successfully invade any Civilization's Home System.

REWARD

You can gain the Borg Adaption campaign reward by ending the game without rescuing any of your captains. Having experienced the Borg, you can mimic their adaptability, trading one Advancement for another.

SCENARIO RULES

1. The Borg Capture a Captain from you whenever you:
 - Lose a Space Combat against the Borg.
 - Fail an attempt to Reclaim a Borg System.
 - Lose when the Borg Invade a System you Control.
2. If the Borg Capture a Captain from you, flip a random Advancement you have Researched face down. It is unavailable to you until you Rescue a Captain.

3. You Rescue a Captain by doing one of the following:
 - Win a Space Battle against a Borg Cube.
 - Reclaim a Borg System.
4. If you Rescue a Captain, you can turn the face down Advancement of your choice face up, revealing it and making it available to use immediately.

CAMPAIGN REWARDS

BORG ADAPTION

If you have the Borg Adaption reward, Exhaust it and discard a Researched Advancement. Shuffle your Advancement deck and draw a new Advancement and Research it for free.

EARNING THE REWARD

Gain the Borg Adaption campaign reward at the end of the game if you have not Rescued a Captain.

SOLO MODE

Play as the Federation with the Klingons and Romulans as NPCs with the Klingons to the Federation left and the Romulans to the Federation right.

The Federation has the first turn.

KLINGON LEADER

The Klingon Leader is Chancellor K'Mpec who starts the game Amicable.

ROMULAN LEADER

The Romulan Leader is Commander Sela who starts the game Warlike with the Federation as their Attacker.

RESCUING CAPTAINS

In Solo Mode, the NPCs will choose one of their face down Advancements at random when they Rescue a Captain.

SCENARIO 11

UNIFICATION

BACKGROUND

Stardate 2368. Ambassador Spock seeks to negotiate a peace treaty between the Vulcans and the Romulans. The Federation are in favor, but other factions are trying to prevent the agreement.



CIVILIZATIONS INVOLVED

- Romulan Empire
- United Federation of Planets
- Vulcan High Command

WHAT TO WATCH

The Next Generation: Season 05, Episode 07 - Unification

SETUP

There are no additional setup steps.

OBJECTIVE

You win through the usual Ascendancy, Supremacy, or Agenda Victory.

REWARD

You can gain the Fierce Loyalty campaign reward by capturing a ship from a rival fleet that contains a ship captured from one of your peaceful rivals. Thereafter, your allies are bound to you, making betrayal unlikely.

SCENARIO RULES

1. If you win a Space Battle with at least two Ships remaining and the other side didn't Retreat from Combat, you may Capture 1 Ship from a Civilization on the other side. If you do so, you must either add the Captured Ship to a Fleet in that System (removing one of your Ships if necessary) or immediately create a new Fleet including the Captured Ship. The Captured Ship counts as one of your Ships in the Fleet.
2. If you add a new Captured Ship to a Fleet that already has a Captured Ship, you must replace the old one with the new. A Fleet cannot have multiple Captured Ships.
3. A Captured Ship may never leave the Fleet that Captured it. If the Fleet is Disbanded, return the Captured Ship to its owner's supply.
4. A Fleet with a Captured Ship has the following benefits against the rival it was Captured from:
 - When Moving at Impulse or Warp, the Fleet treats all Ships and Fleets of that rival as Peaceful and having granted permission to move through or enter Systems they Orbit, allowing them free passage. You still cannot do other things like Colonizing a System or Invading a Planet without their permission.
 - You can issue the Fleet an Initiate Space Battle command to Attack that rival's Ships in the same System without Exhausting a Command.
 - The Fleet gains +1 to their to Hit rolls and +1 Shields Modifier when Invading a Planet Controlled by that rival. Whether or not the Invasion succeeds, return all of the Ships you Captured from that rival to their supply after the Invasion attempt.

CAMPAIGN REWARDS

FIERCE LOYALTY

If you have the Fierce Loyalty reward, a Peaceful Rival can only Revoke your Trade Agreement if you agree or through Betrayal. If a Peaceful Rival Betrays you, they have -1 on all their to Hit rolls during that Space Battle or Planetary Invasion.

EARNING THE REWARD

When you fight in a Space Battle that causes the Disbandment of a Hostile rival Fleet containing a Ship Captured from a Peaceful Rival of yours, gain the Fierce Loyalty campaign reward.



The Romulans have a captured Vulcan Ship in their Battle Group allowing it to Move at Warp past the Vulcan Ship at at Deneb V and Vulcan Fleet at Rura Penthe to reach Vulcan itself.

Once there, the captured Ship allows them to initiate a Space Battle for free.



In their next turn, having defeated the Vulcans in the Vulcan System, the Romulans Invade the Planet. Now their captured Vulcan Ship gives their Ships +1 on their Hit rolls and +1 Shields Modifier, making their invasion hard to stop.

Regardless of the outcome of the invasion, the Romulans must return the Captured Vulcan ship after the Invasion is resolved.

SOLO MODE

Play as the Federation with the Romulans and Vulcans as NPCs with the Romulans to the Federation left and the Vulcans to the Federation right.

The Federation has the first turn.

ROMULAN LEADER

The Romulan Leader is Commander Sela who starts the game Warlike with the Federation as their Attacker.

VULCAN LEADER

The Vulcan Leader is Sarek who starts the game Amicable.

CAPTURING SHIPS

In Solo Mode, the NPCs will always choose to Capture a Ship when given the choice.

SCENARIO 12

THE SEARCH

BACKGROUND

Stardate 2371. The Federation (with Quark as a representative of the Ferengi and the assistance of the Romulans) go to the Gamma Quadrant to make contact with the Dominion and negotiate peace.



CIVILIZATIONS INVOLVED

- Cardassian Union
- The Dominion
- Ferengi Alliance
- Romulan Empire
- United Federation of Planets

WHAT TO WATCH

Deep Space Nine: Season 03, Episode 01 - The Search

SETUP

1. You must play this scenario using the Gamma Quadrant rules in the Optional Rules booklet.
2. No player can play the Dominion while playing this scenario.
3. Place two Dominion Agent (Scenario) tokens on Idran on the Bajor-Idran Wormhole.

OBJECTIVE

You win through the usual Ascendancy or Agenda Victory, but not through a Supremacy Victory.

In addition, you win if you:

- Control your Home System,
- Control Bajor on the Bajor-Idran Wormhole,
- Control 5 Gamma Quadrant Systems with no Dominion Agent (Scenario) tokens on them, and
- Have no Dominion Agent (Scenario) tokens on your Command Console.

REWARD

You can gain the Founder's Knowledge campaign reward by having 6 Dominion Agent (Scenario) tokens on your Command Console. With this new understanding, you can shift your technology from one form to another.

SCENARIO RULES

1. When you Explore a new System, roll the Space Lane die and place that many Dominion Agent (Scenario) tokens on the System. After resolving the Exploration card, you must decide to either Initiate a Space Battle with the Dominion Agents for free or Avoid them.
2. Whenever you enter a System with Dominion Agent (Scenario) tokens, you must also choose to Initiate a Space Battle with them for free or Avoid them.
3. When you Initiate a Space Battle with Dominion Agents, the player to your right rolls for the Dominion Agents. Each Dominion Agent (Scenario) token counts as a Ship with Weapons 3+ and Shields Modifier 3. They will never Retreat from Combat.
4. When you Avoid Dominion Agents, roll a Combat die for each Dominion Agent (Scenario) token in that System. For each roll of 6, take 1 of the Dominion Agent (Scenario) tokens and place it on your Command Console.
5. In the Recharge Phase:
 - Take 1 Dominion Agent (Scenario) token from each System you Control that has them and place it on your Command Console.
 - Choose 1 Resource Node on each Gamma Quadrant System you Control. This Resource Node generates 1 additional Resource.
6. In the Command Phase, if you have any Dominion Agent (Scenario) tokens on your Command Console when you Issue a Command, roll a Combat die.
 - If you roll a number lower than the number of Agents on your Command Console, the player to your right decides whether the Command is intercepted.
 - If the Command is intercepted, the Command has no effect, but the Command token(s) is still Exhausted.
 - After a Command is intercepted, you may discard 1 Dominion Agent (Scenario) token from your Command Console.

NEW COMMANDS

The following additional Command is available in this scenario.

EXPOSE THE DOMINION

Exhaust 1 Command and roll a Combat die. If you roll higher than the number of Dominion Agent (Scenario) tokens on your Command Console, discard 1 Dominion Agent (Scenario) token from your Command Console. This Command cannot be intercepted.

CAMPAIGN REWARDS

FOUNDER'S KNOWLEDGE

If you have the Founder's Knowledge reward, Exhaust it when Researching an Advancement, Shields, or Weapons and discard an Advancement you have already Researched or lower your Shields or Weapons level to gain Research tokens equal to the amount of Research it cost you. You must use these extra Research tokens during the current Research Command or discard them.

When you lower your Weapon or Shield level, return the slider to the previous level.

For example, you issue a Research Weapons command to increase your Weapons from 2+ to 1+. You Exhaust Founders' Knowledge and decrease your Shields from 2 to 1. This generates 8 Research tokens (the amount you spent going from Shields 1 to Shields 2). Researching the Weapons upgrade will cost 10 Research, so you use the 8 you just gained and 2 more from your resources.

For example, you issue a Research Advancement command and choose Transwarp Drive. You don't have the 3 Research it requires, so Exhaust Founder's Knowledge and reduce your Weapons from 4+ down to 5+, gaining 4 Research. You spend 3 on the Advancement and discard the remaining Research token.

EARNING THE REWARD

If you have 6 Dominion Agent (Scenario) tokens on your Command Console, gain the Founder's Knowledge campaign reward.

SOLO MODE

Play as the Federation with the Cardassians, Ferengi, and Romulans as NPCs. Set up the Bajor-Idran Wormhole in the center of the table, leaving the space on the other side available for the Gamma Quadrant. Setup the Romulans to the Federation left, with the Cardassians between the Romulans and Gamma Quadrant. Setup the Ferengi to the Federation right.

The Federation has the first turn.

CARDASSIAN LEADER

The Cardassian Leader is Enabran Tain who starts the game Amicable

FERENGI LEADER

The Ferengi Leader is Quark who starts the game Amicable.

ROMULAN LEADER

The Romulan Leader is Commander Sela who starts the game Amicable.

DOMINION AGENTS

In Solo Mode, Cardassian and Romulan Leaders will choose to Initiate a Space Battle against Dominion Agents if they have Advantage, otherwise they will Avoid them. Ferengi Leaders will always choose to Avoid Dominion Agents.

INTERCEPTING COMMANDS

In Solo Mode, the Federation player decides whether an NPC Command is intercepted. All Federation Commands that can be intercepted are.

PRIORITY ZERO

All NPC Leaders have a new Command Phase Priority:

0. Expose Infiltrators

EXPOSE INFILTRATORS ACTION

If the NPC has Dominion Agent (Scenario) tokens on their Command Console, roll a die and add the number of tokens. If the score is 7 or higher, the NPC issues an Expose the Dominion command.

SCENARIO 13 FAVOR THE BOLD

BACKGROUND

Stardate 2373. Bajor and its wormhole are the key to victory in the Dominion War.

CIVILIZATIONS INVOLVED

- The Dominion
- Cardassian Union
- Klingon Empire
- United Federation of Planets



WHAT TO WATCH

Deep Space Nine: Season 06, Episode 05 - Favor the Bold

SETUP

1. You must play this scenario using the Gamma Quadrant rules in the Optional Rules booklet.
2. If the Dominion are in the game, they start with their Control Node on Bajor (on the Bajor-Idran Wormhole) and may place their Ships on Bajor at the start of the game.

OBJECTIVE

You win through the usual Ascendancy, Supremacy, or Agenda Victory. However, you can only win if you or a Peaceful Rival Controls Bajor.

REWARD

You can gain the Winning Side campaign reward by ending the game with a peaceful rival in control of Bajor. Your understanding of multi-civilization operations strengthens any ally supporting you in combat.

SCENARIO RULES

1. For this Scenario, Bajor has a Site Capacity of 0. You cannot Build Resource Nodes there.
2. For this Scenario, you cannot Build Ships on Bajor.
3. When you gain Control of Bajor, you immediately gain 3 Resource tokens of your choice.
4. In Space Battles on Bajor, you gain 1 Culture token for every Ship you Destroy.

5. Peaceful Rivals may only Revoke Trade Agreements if both parties agree or through Betrayal. If a Peaceful Rival Betrays another, the Betrayed player takes up to 3 Resources of their choice from the Betrayer.

CAMPAIGN REWARDS

THE WINNING SIDE

If you have the Winning Side reward, Exhaust it when a Peaceful Rival Supports you in a Space Battle or Planetary Invasion to give that rival +1 to all to Hit rolls during the Combat.

EARNING THE REWARD

Gain the Winning Side campaign reward at the end of the game if a Peaceful Rival (but not yourself) Controls Bajor.

SOLO MODE

Play as the Federation with the Cardassians, Dominion, and Klingons as NPCs with the Cardassians to the Federation left and the Klingons to the Federation right.

The Federation has the first turn.

CARDASSIAN LEADER

The Cardassian Leader is Gul Dukat who starts the game Warlike with the Federation as their Attacker.

DOMINION LEADER

The Dominion Leader is Weyoun who starts the game Warlike with the Federation as their Attacker.

KLINGON LEADER

The Klingon Leader is Chancellor Martok who starts the game Warlike with the Dominion as their Attacker.

TRADE AGREEMENTS

The Cardassian and Dominion start the game having Exchanged their 3 Production Trade Agreements.

The Federation and Klingons start the game having Exchanged their 3 Production Trade Agreements.

PRIORITY ZERO

All NPC Leaders have a new Command Phase Priority:

0. Take Bajor to Secure Victory

The Take Bajor to Secure Victory action is defined in the Non-Player Civilization rules. If a Peaceful Rival Controls Bajor, the Cardassian or Klingon NPC will skip this action.

SCENARIO 14 THE VOID

BACKGROUND

Stardate 2377. The U.S.S. Voyager is pulled into a void where trapped ships attack each other for food and resources.

CIVILIZATIONS INVOLVED

- United Federation of Planets

WHAT TO WATCH

Voyager: Season 07, Episode 15 - The Void



SETUP

1. When Placing Home Systems, place the Home Systems in the center of the play area.
2. Do not Set Up Your Core Systems. Each Civilization starts with just their Home System.
3. Link Civilizations with a single length 4 Space Lane, connecting the Home Systems in a small loop.

OBJECTIVE

You win through the usual Ascendancy or Agenda Victory. You cannot win a Supremacy Victory.

REWARD

You can gain the Pirate Commander campaign reward by having ships orbiting the Home Systems of two or more rivals. Having learned to fight in difficult situations, your captains know how to turn your opponent's numbers against them.

SCENARIO RULES

1. You cannot attempt Cultural Hegemony on, Invade, or otherwise take Control of a rival's Home System.
2. In the Recharge Phase, you gain 2 Research and 2 Production in addition to your normal Resource Generation.
3. When you win a Space Battle, you may loot Ships instead of Destroying them.
 - All of their Ships Destroyed in the final Combat Round are forced to Retreat instead if they can.
 - For each Ship forced to Retreat, take 1 Resource of your choice from the Retreating player.

CAMPAIGN REWARDS

PIRATE COMMANDER

If you have the Pirate Commander reward, and are outnumbered at the start of a Space Battle, Exhaust it to gain +1 to your to Hit rolls for that Combat.

EARNING THE REWARD

Gain the Pirate Commander campaign reward if you have Ships in Orbit of 2 or more Home Systems (other than your own) in the Check Victory Phase.

SOLO MODE

Play as the Federation with the Klingons and Romulans as NPCs with the Klingons to the Federation left and the Romulans to the Federation right.

The Federation has the first turn.

KLINGON LEADER

The Klingon Leader is Chancellor Gowron who starts the game Amicable.

ROMULAN LEADER

The Romulan Leader is Praetor Shinzon who starts the game Warlike with the Federation as their Attacker.

LOOTING SHIPS

In Solo Mode, the NPCs will always choose to loot Ships rather than Destroy them.

SCENARIO 15

PROGENITOR TECH

BACKGROUND

Stardate 3191. Progenitor technology has the potential to create life, or to destroy all life in the galaxy. Who will control the technology, and will it give them control of the galaxy?



CIVILIZATIONS INVOLVED

- Breen Confederacy
- United Federation of Planets

WHAT TO WATCH

Discovery: Season 05 - All Episodes

SETUP

1. Before Setting Up Your Core Systems, remove the 3 Progenitor Systems: Trill, Lyrek, and the Badlands, from the System stack.
2. After Linking Civilizations, draw 10 System discs and shuffle the 3 Progenitor Systems in with them.
3. Place this set of 13 Systems on top of the System stack.

OBJECTIVE

You win through the usual Ascendancy, Supremacy, or Agenda Victory.

REWARD

You can gain the Progenitor Weapon campaign reward investigating all three progenitor systems. This weapon can destroy your opponents' systems, granting you dominance over the galaxy.

SCENARIO RULES

1. When a player discovers Trill, Lyrek, or the Badlands, place a Scenario token on it to mark it as a Progenitor System.
2. You cannot Colonize, attempt Cultural Hegemony on, Invade, or otherwise gain Control of a Progenitor System.

NEW COMMANDS

The following additional Command is available in this scenario.

RECOVER PROGENITOR TECH

Issue this Command to an individual Ship in Orbit of a Progenitor System with no other of your Ships in the System or an Adjacent System.

Exhaust 2 Commands to place one Progenitor Tech (Scenario) token on your Command Console. Mark that you have Recovered Progenitor Tech from the System by placing a Ship from your Supply beside the System. You may only use this Command once on each Progenitor System.

CAMPAIGN REWARDS

PROGENITOR WEAPON

If you have the Progenitor Weapon reward, you may at the start of any Combat Round in a Planetary Invasion, before any dice are rolled, Destroy all Nodes creating a Total Annihilation.

EARNING THE REWARD

Gain the Progenitor Weapon campaign reward when you have 3 Progenitor Tech (Scenario) tokens on your Command Console. Discard all of the Scenario tokens on your Command Console and return all Ships beside Progenitor Systems to your supply.

SOLO MODE

Play as the Federation with the Breen as an NPC. The Federation has the first turn.

BREEN LEADER

The Breen Leader is Ruhn who starts the game Warlike with the Federation as their Attacker.

PROGENITOR WEAPON

Once they have the Progenitor Weapon, Breen leaders will always use it when launching a Planetary Invasion. When deciding whether to launch a Planetary Invasion, the Progenitor Weapon gives them unlimited Advantage.

PRIORITY ZERO

The Breen Leader has a new Command Phase Priority:

0. Secure Progenitor Tech

SECURE PROGENITOR TECH ACTION

If there is a Progenitor System the NPC can reach and that they have not used the Recover Progenitor Tech command on, they Move the nearest individual Ship there and move other Ships off adjacent Systems, then issue that Command.